THE ARCADE SMASH! SIMULTANEOUS 2-PLAYER ACTION!

NARC™

"NO ONE HAD THE GUTS ...UNTIL NOW"

Just say no™ INTERNATIONAL

Acclaim entertainment inc. Masters of the Game™

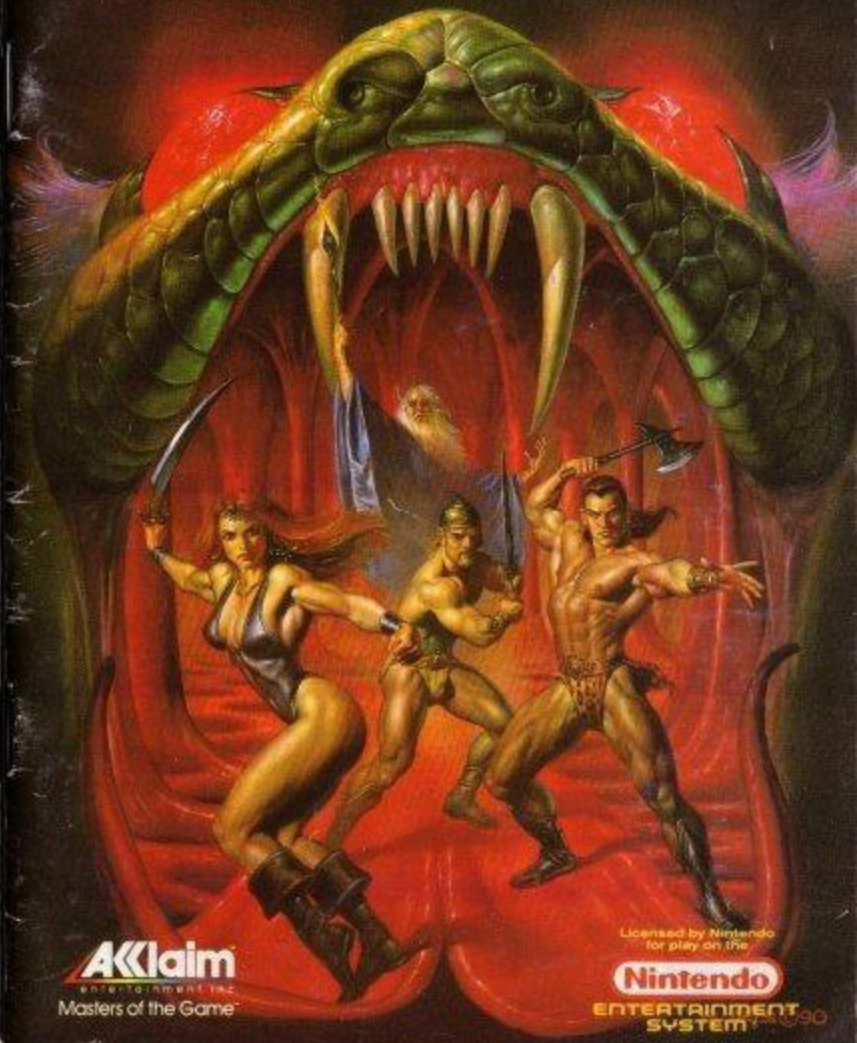
Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

NARC® ©1988 Williams Electronics Games, Inc. Licensed by Williams® for the Nintendo Entertainment System®
Printed in Japan

NES-WP-USA ★

SWORDS and SERPENTS™

GAME PAK INSTRUCTIONS



Acclaim entertainment inc. Masters of the Game™

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

SWORDS and SERPENTS™

You're going down...

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

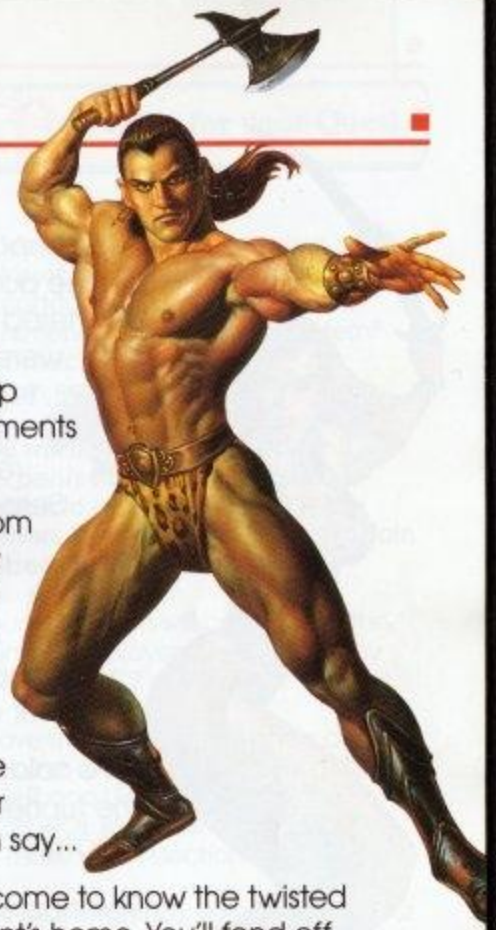
It's dark. It's dangerous. It's deadly.

And you and your party are about to go down there.

It's the haunted maze of the terrible Serpent. The very one that's brought terror to the countryside for hundreds of years. The one who makes the crops go bad, the milk turn sour and the earth heave with foul indignation.

The four of you are an unlikely band. You barely know each other—yet. Each of you have your reasons for braving the many horrors of the labyrinth.

There's Ajax. The powerful Warrior from the frosty North. The Serpent has brought ruin to his people.



There's Iago. A strange Wizard from the Swamp Lands. The Serpent torments his dreams.

There's Mask. A Thief from the city. He *claims* that a lust for treasure is his sole reason for joining the quest.

Finally, there's Erin. A female Mystic from the Realm of Shadows. Her motivation? None can say...

Together you four will come to know the twisted maze that is the Serpent's home. You'll fend off throngs of monsters, demons and other perfectly vile creatures. And you'll decipher ways to evade their cunning traps and black magic curses.

You will learn to use the mysterious ZOOM TUBES to speed quickly from level to level. And you'll stumble on magic spells and mystic weapons.

Most importantly, you'll search for the powerful ruby artifacts scattered throughout. These were the trappings of the legendary Ruby Warrior—and not until they are retrieved can the Serpent be challenged.

If your party is wise, you will listen to the council of the aging Hermit, who appears without warning to offer advice and clues.

As cold winds howl through the tunnels of the maze, creatures crouch in anticipation.

The door is open. The Dungeon beckons. And the time to enter is now...

Preparing for your Quest

1. Make sure the power switch is OFF.
2. Insert the **Swords & Serpents™** cartridge as described in your Nintendo Entertainment System® instruction manual.
3. Turn the power switch ON.

You will first see the *Swords & Serpents* title screen. Press any button to advance to the credits screen. Then press any button again to begin.

Number of Players

Your first option will be to select the number of players—you may play with either 1, 2 or 4 players.

Move the arrow beneath the desired number of players by pressing the RIGHT and LEFT ARROWS on the CONTROL PAD. Then press BUTTON A to make your selection.

1-player games

In 1-player games, you control all four characters on the quest. You can direct each character individually. Or direct them as a group. You can allow characters to trade weapons and other items. In short, all four characters are at your command.

If you selected 1 player: you will advance to the next series of options.

2-player games

In 2-player games, one character is designated as the leader. The person "playing" that character will lead the others through the dungeon. However, each player controls his own character(s) in combat, in casting spells and in inventory management.

So the leader **can't** get into the inventory screens of other players. He can't force others to buy, sell or trade items. Nor can he force a character to *fight* if that character chooses to *run* during combat.

The leader will control the first and third characters in the party (see *Join the Party*, page 16). The second player will control the second and fourth characters of the party.

If you selected 2 players: you will then be asked to determine which character will lead the party—the first or second. Make this decision by moving the arrow and pressing BUTTON A.

4-player games

To play a 4-player game, you must own the *NES® Satellite™* or other NES® licensed 4-player Adapter.

You will first designate a leader to direct the party of four through the dungeon. But during combat, each player is on his own.

Just as it is in the 2-player version, players cannot manipulate each other's inventories. Nor can they force a player to hang around if he wants to run. When in combat and in shops, each player controls his own character.

If you selected 4 players: you will again be asked to designate a leader. Press BUTTON A to do so. In the four player game, each player controls his own character—except when moving through the dungeon. The leader will control the movements of the entire party throughout the dungeon.

New Game or Old?

After you've established the number of players, you'll be asked if you want to play a new game or not.

If you select BEGIN A NEW GAME: you will now proceed to the character selection screen.

If you select RESTORE AN OLD GAME: you must have previously saved a game. If you have done so, enter the five codes as they are requested.

Saving Games

Since the dungeon is so large, you will not be able to finish the game in one sitting. But you also don't want to give up all the time it's taken you to accumulate items and Experience Levels. That's why *Swords and Serpents* allows you to save games.

You will be given a special code for each character. This one is for Mask for *this* game up to *this* point. Be sure to copy each code correctly.

To save a game: press the START BUTTON at any time during exploration mode. (When you're not fighting or making menu choices). Select the SAVE GAME option. You will then be given ***five*** codes—one for each character and one for the overall game. Write each one down. Double check your notes with the code on the screen. It only takes one wrong letter or number to be denied access to a saved game! And keep the paper you wrote the code on in a safe place.

What gets saved:	What doesn't get saved:
Inventory	Automatic Maps
Experience Levels	Experience Points
Spells	
Spell Points	
Life Energy	
Gold (Treasury)	
Character Attributes	
Puzzles you Solved	

Important Game Saving Note:
When you save a game, no matter what level you are on, you will always return to a Temple (Level 1, 5 or 10).

Level You're On When Saving Game	Temple Level You Will Return To
1-4	1
5-9	5
10-16	10

This is to your advantage since all your health and spell points will be rejuvinated at the Temple. Also, levels 5 and 10 are good places to take a break and save, since you will be returned directly to that level.

Note: *Another good time to save a game is just after you've been elevated 1 Experience Level. This is because Experience Levels are saved, but Experience Points are not. (For more on Experience Levels and Points see page 18). Additionally, if your Life Meter is low and you've got a lot of gold in your treasury, you may want to save your game to preserve your stash.*

Entering codes to restore a saved game: First select RESTORE AN OLD GAME and press the A BUTTON. You will then be asked to enter the name of a given character. If there is already an appropriate name shown on the screen, simply move the cursor arrow directly to "DONE" and press the A BUTTON. If not, re-enter a name first. Always restore characters in the same order that they were saved.

To enter names and codes: simply use the ARROW keys to move the cursor arrow around the screen until it's pointing to the desired letter, number or symbol. Then press the A BUTTON. To back up and erase what

you've done, press the B BUTTON. When the name or code is entered exactly as you want it, move the cursor arrow to "DONE" and press the A BUTTON.

New or Existing Characters?

If you chose to start a new game, you'll have the option of creating new characters or using the four already built into the game.

You can "play" the characters that come with the game or you can create your own characters.

If you select USE EXISTING PARTY: you will then be sent directly to the top level of the dungeon to begin actual gameplay. The pre-existing party gives you a balanced set of characters (1 Warrior, 2 Magicians and 1 Thief) capable of completing the game. Another advantage of using pre-existing characters is that their names are already entered for you.

If you select CREATE YOUR OWN PARTY: you will be given the opportunity to name and accept statistics for each character. You will require 1 Magician to finish the game.

To CREATE A CHARACTER: press the A BUTTON to accept the statistics shown. Press the B BUTTON to "roll up" a new set of stats. 14 is the highest rating of an attribute any character can start with. If you are playing with several players, you may wish to set a limit on the number of rolls you can

take since the game allows you to "roll" indefinitely if you like.

Once the statistics have been accepted, you will then be asked to name the character. Enter the letters as described under *To enter names and codes*...on page 9. But remember: a name cannot have more than 6 letters.

Finally, you must select a *profession* for your character—Magician, Warrior or Thief. Make sure you have at least 1 Magician. To better understand the various professions, attributes and ratings, see *Join the Party*, page 16.

What's a Role-Playing Game?

If you've been playing video and electronic games for very long, you may have heard the acronym "RPG"—it stands for "Role Playing Game." Most Role Playing Games take place in Medieval times—when wizardry, magic and exotic beasts ruled the land.

When you enter into an RPG, you take on the ***role*** of a certain character or party of characters. In *Swords and Serpents,* you actually play the roles of four characters: Iago, Mask, Ajax and Erin. Or, you can create your own unique characters.

As you wander through the dungeon, you will be on a quest for the seven treasures of the Ruby Warrior. And throughout your journey you will fend off throngs of monsters. By defeating them, you will gain money and experience—both invaluable in Role Playing Games.

The money can be used to buy better weapons and armor. And the experience points you gain will make your characters smarter and stronger, enabling them to fight the tougher monsters that live in the deeper levels of the dungeon. So as you can see, your characters and the game itself are constantly evolving.

Most successful RPG players make maps of their quests as they play. You should create a map of every level of the dungeon and include the walls, doors, special transport stations, stairways, Temples, treasures, clues and more. The more detailed your map, the easier it will be for you to decipher the clues and complete your quest. (See *Making Maps,* page 26).

The Screens Before You

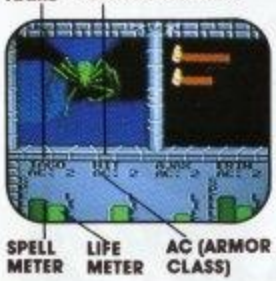
The *Swords and Serpents* screen is divided into three separate sections. Here's how to use each section:

3-D Viewing Section

This is what your party sees during normal movements as you prowl through the dungeon.

The Map/Monster Display Section

This shows you an overhead view (map style) of the level you're currently exploring. The map of the area is revealed to you piece by piece as you move through the dungeon via your automap. When in Combat mode, the display shows the number and health of the monsters currently being fought.



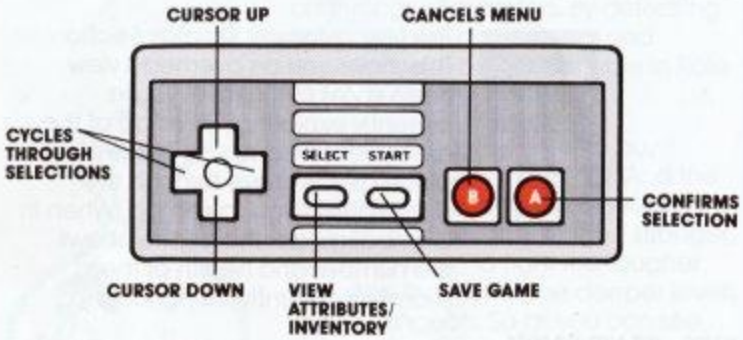
The Character Status Display shows the current health, spell points, and armor class of each character.

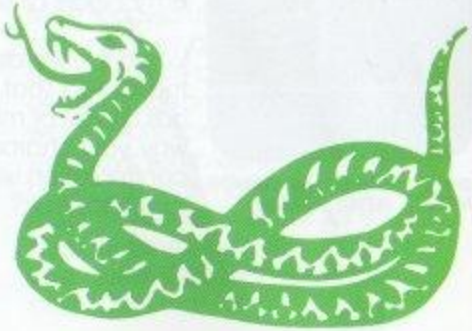
When the words *HIT* or *MISS* flash on the screen, that means the monster has hit you or missed you. Either way, your character is in direct confrontation with the monster when that happens.

The Controller

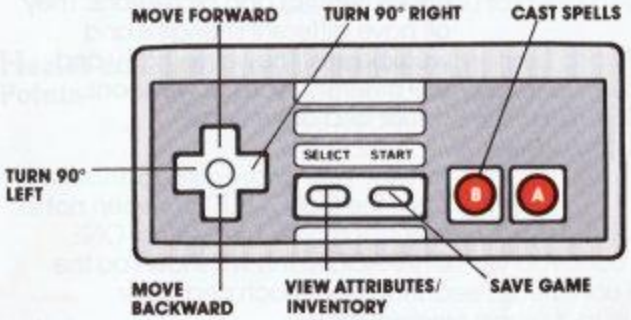
The following illustrations show you the control points for playing *Swords and Serpents*. Because there are three different modes of play—menu mode, exploration mode and combat mode—you'll find a separate controller illustration for each mode.

For Menu Mode (making selections)

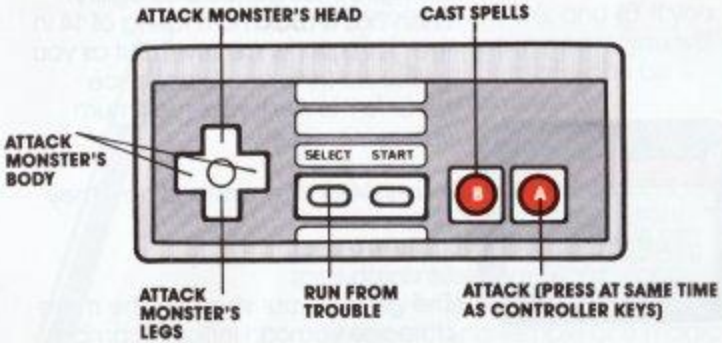




For Exploration Mode (moving through dungeon)



For Combat Mode (fighting with monsters)



Note: Controller keys must be pressed at the same time as Attack Button to indicate direction of attack.

Join the Party

There are four characters in each party. They all have different characteristics and professions. They all have different strengths and weaknesses. They even carry and use different types of weapons, armor and other items.

To view your characters' attributes, press the SELECT BUTTON when **not** in combat mode. Then select ONE CHARACTER. This will show you the attributes of each character individually.

3 Characteristics

Each character's attributes are comprised of three characteristics—strength, intelligence and agility. Each has a maximum rating of 14 in the first Experience Level. But as you graduate from one Experience Level to the next, your maximum values increase.

Here's what they are and how they help you:

Strength
The greater your strength, the more damage you can inflict in combat.

Intelligence
Plays a role in determining when you strike the enemy. Also, the higher a Magician's intelligence, the more spell points he will receive.

Agility
The more agile you are, the easier it is for you to hit your foes. Also, the easier it is for you to avoid being hit.

Health and Spell Points

In addition to the three characteristics listed here, you also accumulate and lose health and spell points. (Only Magicians have spell points).

Health
All characters start with a health factor of 10. As they advance in experience, (see *Experience Points and Levels*, next page) that number will be raised.

To replenish your health points, return to the nearest Temple. There is one on dungeon levels 1, 5, and 10. If you lose all of your health points, you will lose your life. But that too can be restored at The Temple.

Spell Points
Only Magicians have spell points. They are used to cast spells. Every spell uses up different amounts of spell points (see Your *Magic Spells*, page 28). To restore spell points you must visit either a Temple or a magic fountain. Your spell points will then be raised to the maximum number, which is determined by your intelligence and Experience Level.

Experience Points and Levels

As you travel through the dungeon defeating monsters, you will gain Experience Points.

Experience Levels are not the same as Dungeon Levels. You can be on Experience Level 4 and still be on Dungeon Level 2—or the other way around.

When you've accumulated 100 Experience Points, you'll advance to Experience Level 2. At this time your Experience Points will start over from 0. In fact, every time you start a new level, you start with 0 Experience Points. For the first 8 levels, you must double your Experience Points on each level to advance to the next one. Then, once you reach level 8, you'll need 6,400 points to advance to each of the following levels. Here's how it works:

Check this screen periodically to see how much money you've accumulated and how far away you are from entering the next Experience Level.

Experience Points Needed	To Advance To Experience Level
100	2
200	3
400	4
800	5
1,600	6
3,200	7
6,400	8-16

To view your treasury, Experience Points and Experience Level, press the SELECT BUTTON. Then select "ENTIRE GROUP."

Professions

There are three types of characters which will accompany you on your journey.

Choose your professions wisely.

Warrior

Warriors are powerful fighters that can use the best weapons and armor. A Warrior's best asset is his strength.

Thief

There are certain weapons and items that only a Thief can use. Thieves also have a special attack that sometimes can defeat a foe with a single blow. A Thief's strongest suit is agility.

Magician

Only Magicians can cast spells and you will need at least one Magician to finish the game.

Magicians have a wide variety of spells that can assist your party in combat, heal party members (including themselves) when wounded, and aid in getting by traps and puzzles. A Magician's highest attribute is intelligence.

Note: A wise old Hermit recommends a party of one Warrior, one Thief and two Magicians. But only one Magician is actually required to finish the game.

Viewing Attributes During Gameplay

If at any time during the game, (except during combat) you would like to view the attributes of your players, press the SELECT BUTTON. (Don't *hold* it down). Select ONE CHARACTER and press the A BUTTON. Then select ATTRIBUTES and press the A BUTTON again.

These are the attributes of Iago, The Magician. To view the attributes of the others, press the RIGHT ARROW.

You will then be shown the attributes of the first character under your control. To view the attributes of other characters, press the RIGHT CONTROL PAD ARROW until you've seen the attributes for all four characters.

To return to gameplay, press the A or B BUTTON.

*Note: In a multi-player game, you can look at the **attributes** of the 4 characters, but you can only view your own character's **inventory**.*

Meeting the Monsters

As indicated in the Map/ Monster section, (upper right) there are two spiders attacking the party.

All 16 levels of this dangerous dungeon are crawling with monsters—and the farther down you go, the meaner and stronger they become. On each encounter you may be battling anywhere from 1 to 8 monsters at the same time. The actual number of monsters you are fighting—and the amount of life energy each one has—will be shown on the Map/Monster Section in the upper right sector of the screen. (See *The Screens Before You*, page 13).

When the monsters first appear, the names of the characters who are fighting the monster will flash green. (See *The Character Status Display*, page 13).

During the course of the encounter, each member of your party will get a chance to either *fight* the monsters, *cast a spell* or *run*. But players are selected by a random pattern based on intelligence, agility, weapons, armor and other factors. So there may be instances when one player goes two or three times before another player gets a chance. However, eventually all the players will get a chance to fight.

In addition to *fighting monsters,* players can also select to *run away* or *cast spells* (Magicians only). Here is how to accomplish these *three* different options: (see *Combat Mode Controls,* page 15).

Fight

Attack monsters by pressing both the A BUTTON and the CONTROL PAD at the same time.

To attack a monster's head, press the UP ARROW and the A BUTTON.

To attack a monster's body, press RIGHT or LEFT CONTROL PAD ARROWS and the A BUTTON or just the A BUTTON.

To attack a monster's legs, press the DOWN ARROW and the A BUTTON.

It's more difficult to hit a monster's head, but it will do more damage if successful. Some monsters have different vulnerabilities, so it may be easier to hit one area rather than another. Experiment!

When a monster attacks your character, the character's name will briefly be replaced by a "hit" or "miss" result. You should watch your character's health bars closely, and use your Magicians to heal them when they are low. Different monsters have different strengths and

weaknesses. While an ogre will not attack as often as a bat, it will hit much harder when it does.

Golden Opportunities

After defeating a party of monsters, you will be awarded gold and experience points. The gold can be used to buy armor and weapons at the various shops located throughout the dungeon.

Experience Levels

As you gain experience points, your characters will become more powerful. Once you have accumulated enough experience points, your characters will move up one Experience Level. As you move up in Experience Levels, your strength, intelligence and agility will also increase.

Cast a Spell

Only Magicians can cast spells. If you're trying to make a non-Magician cast a spell, the game will notify you.

To cast a spell, first press the B BUTTON during combat or exploratory gameplay. A menu will flash asking you to select the character who's going to cast the spell. Then you'll select the spell you wish to cast. *Good Spells* can be cast on fellow members of your party. *Bad Spells* can be cast on monsters. But don't worry. Your Magician is wise enough to know which spells are

beneficial and which are damaging. So you'll never harm another party member or heal a monster. (To find out more about each spell, see *Your Magic Spells*, page 28).

Select from a list of different spells. But remember: only Magicians can cast spells!

To cast a good spell on a fellow party member, select the recipient of the spell as you would any other menu choice: by positioning the cursor arrow and pressing the A BUTTON.

Run

There may be times when you don't want to fight. Your life energy is low—or you are running out of spell points. When this happens, it is better to run. In multi-player games, each character runs alone. But in a 1-player game, you have the option of letting the entire party run together.

When the monsters get to be too much to handle, don't be afraid to run!

To run from a monster, press the SELECT BUTTON during combat. You will then be given three options: RUN, FIGHT and ALL RUN (1-player game only). Make your selections and press the A BUTTON.

16 Levels 16 Maps

There are 16 levels in all in this deep, dark, dungeon. And you start at the top and work your way down to the very depths where the terrible Serpent lies waiting for you.

Each level is a 16 by 16 grid. And each is a haunted maze. But other than that, each level is completely different and increasingly difficult. Which is why it is recommended that you record maps of each level.

True enough, you will have your automap (see *Map/Monster Display Section*, page 13). And as you move through a level, the sectors in the automap will change from black to orange. And the walls and doors will be revealed. But only two automaps will be stored in memory at any one time. So when you get to a point where you need more than two maps, you'll be at a grave disadvantage without maps of your own.

Also, when you save a game, the characters and their belongings are saved. But the maps are *not* saved. So once again, you'll be at a loss without your own maps.

In fact, some things aren't even shown on the automap. Like secret doors, stairs and Zoom Tubes (see *Moving through Levels*, page 27). For items like these, your own detailed map will be much more valuable than the one on the screen.

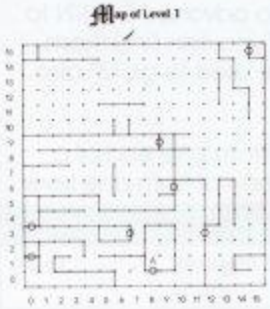
When mapping an item that takes you to another place, like a Zoom Tube or a Teleporter, indicate *where* it takes you to. If, when you are first "zoomed" or "teleported" to a new location, you can't tell where you are, keep exploring. Eventually you will know where you are and you can then indicate the point you've transported to on your map.

Making Maps

The best way to enjoy and master an RPG is to make maps of every level of the dungeon. We have printed a map of the first (top) level on page 41. There are also 17 blank grid maps at the end of this manual for you to use to record your quest. Plus we've provided you with a key to the various items you'll find. Not all will be on Level 1.

Use this key to decipher the map of Level 1. Then continue using these same icons for *your own* maps. Remember to write each symbol, letter or number on the map in addition to keeping a log in the case of special items, Zoom Tubes and Teleporters.

Mapping Symbols



KEY	
T	Temple
A	Armory
O	Doors
S	Secret Doors
↑	Up Staircase*
↓	Down Staircase*
Z	Zoom Tube**
□	Teleporter**
M	Magic Fountain
X	Trap
#1-100	Items, Weapons, Magic Spells***

*Staircases always take you to the same sector you were just on—only on another level. (Except from level 15 to 16).

**Number each Zoom Tube and Teleporter consecutively and keep a log of where each one takes you.

***Number each item consecutively and keep a log of what each one is.

Moving through Levels

In addition to the sector by sector method of moving across a level, there are *three* other ways in which you can move.

Zoom Tube

The ZOOM TUBE *zooms* you back UP to a previous level. This is most helpful when you need to return to a temple on a level you've already visited.

Remember: Level 1 is at the top and level 16 is deep beneath the ground.

Stairs
A reliable way to advance DOWN to the next level. *If* you can find them. But stairs can be used to go UP also.

Teleporters
These take you from one end of a level to the other—or from one level to another. In a flash.

Your Magic Spells

A Magician will get a certain number of spell points based on intelligence. The spell bar on the Character Status Display shows how many spell points each Magician has. You'll find that different spells use up different amounts of energy on the spell bar.

All Magicians start the game with "HEAL" and "FLASH FIRE" spells. All other spells are hidden throughout the dungeon. So try to collect as many as you can.

Spell points can only be replenished at Temples and magic fountains. Some spells last longer than others.

For those that last a long time (like the Shield, Flight, Deadeye and Strength spells), a small icon will appear below the map section to remind you it is still working.

The following is a list of all the spells, what they do and how many spell points they require:

SPELL	ACTION	COST
Heal	Restores 6 health points to one character in party.	1
Flash Fire	Causes a bolt of lightning to zap foe.	1
Sting	A bolt of lightning with an extra jolt.	2
Shield	Improves the party's armor class for a time.	1
Deadeye	Improves ability to hit foe for 1 character, 1 combat.	1
Death Mist	Covers foe with a deadly haze.	2
Strength	Increases damage done by 1 character for 1 combat.	2
Passwall	Allows party to walk through a wall.	1
Thunder	A powerful thunderclap—can zap 2 enemies at once.	3
Viper	Contains the venom of 1,000 snakes.	3
Phalanx	"Electro-shoot" enemies, up to 3 at once.	3
Stun	A real shocker, zaps 1-3 foes.	4
Major Heal	Heals everyone in party from 4-6 health points.	2
Flight	Allows party to float over traps.	2
Regenerate	Heals one character completely.	2
Crystallize	Freezes the enemies' ability to fight.	5

Weapons, Armor and Other Inventory Items

Mask carries a variety of items. You can only be equipped with 1 weapon at a time (here it's the Broadsword); but you can be equipped with several types of wearable items and armor at once.

From this menu you choose what to do with a certain item. To "EQUIP IT" means to hold it or wear it. "USE IT" is for non-combat items such as keys.

Each character begins the quest with certain items: weapons, armor, money, items of magic and more. As you explore the dungeon levels, you will pick up new items. You can only carry up to 6 items at one time.

Certain items can only be used by certain character types. For example, a shield can be used by a Warrior or Thief, but not by a Magician.

To view your items in inventory, first press SELECT when not in combat. Then choose ONE CHARACTER. Then INVENTORY. Then select a CHARACTER.

You will then be shown a character's inventory screen.

To find out more about an item in inventory, select an item by using the UP/DOWN CONTROL PAD ARROW KEYS and pressing the A BUTTON.

Here are your options for your inventory items:

Use It

Mainly for items that are not used in combat. For example: you'd "USE" a key to open a door.

As you can see, the BROADSWORD has a 6 DAMAGE CLASS. It costs 40 gold pieces and it cannot be used by a Magician.

Equip It

This readies an item (usually a weapon or armor) for battle. You can only equip 1 weapon at a time—so be sure to "EQUIP" the one that's most powerful.

Discard It

You can only carry 6 items at a time. So if you have something you don't really need and your inventory is full, it's a good idea to DISCARD it in order to leave room for something new. For example: You have the Great Axe and the Axe. Since the Great Axe is much more powerful, discard the Axe. Or trade it or sell it.

Trade It

If you no longer need an item, but you want to keep it in the party, you can always give it to another character. Even though some characters may not be able to EQUIP or USE certain items, they are still able to CARRY them.

Examine It

Here you'll find a wealth of information on each item in your inventory. Some menu entries on the long list of information won't apply to every item in inventory. If it doesn't apply, there will be no information on it.

For example, a jewel doesn't do damage, so it won't be given a DAMAGE CLASS.

The Weapons

Certain weapons can only be used by certain character types. Generally, the weapons that do the most damage can only be used by Warriors or Thieves. Magicians must depend on their spells to damage their foes.

Here is a list of some of the weapons you may find:

- Sword
- Broadsword
- Staff
- Dagger
- Axe
- Halberd

Different weapons have different EFFICIENCY RATINGS (from 6 to 21) and different DAMAGE CLASS RATINGS (from 4 to 16). The higher the efficiency rating, the quicker you will be able to strike the enemy. The higher the damage class rating, the more damage you will inflict to the enemy. These ratings can be found when you examine them. (See *EXAMINE IT*, page 31.)

ARMOR

Armor also has ratings—it has an ARMOR CLASS or AC. (See The Character Status Display, page 13.) Armor class ratings range from 1 to 6.

The higher the armor class, the harder it is for the wearer to be injured by a monster.

Here are some of the types of armor you may find yourself wearing:

Armor	Shields
Leather	Shield
Scale	Mirror Shield
Mage Cloak	Ruby Shield

Other Items

In addition to the weapons and armor you find on your inventory lists, you'll also find other items that can be used when you're not in combat.

These items are frequently used by Magicians to perform magic. Or to assist the party through a predicament—like a key that opens a locked door.

If you feel an item might help you at any point in the maze, select the "USE" option from the character's inventory list. If you are outside a locked door, you might try using that key you've been carrying around with you.

Remember: Many brave adventurers have gone before you, including the legendary Ruby Warrior. Some of the evil inhabitants of the dungeon have taken jewels, weapons, and armor from these noble martyrs. With luck,

you may recover some of these valuables when you defeat the monsters who are carrying them. Acquiring items in this manner allows you to save your gold to purchase really special items.

Temples and Shops

At the Temples, priests are available to heal your party and replenish your spell points. "Defeated" characters can also be resurrected here.

There are various shops scattered throughout this massive dungeon. They are called Armories. Here you can purchase all sorts of things - from swords to armor.

But you must first have enough money to make the purchases. And secondly, you must have room to carry them.

You can also sell items at the Armory. But be mindful. You will only get half of what they are worth.

Note: The shops and Temples are located on the first level and hidden throughout the dungeon. If all your characters are defeated in combat, you will find yourself back in a Temple, restored to life with all your weapons and armor, but without your gold.

To buy or sell an item, walk up to an Armory. You will be asked if you would like to stop in. Any player may press the A BUTTON at this time to proceed to the Armory. At this point, in a 1- or 2-player game, you will be asked to select a character. Do so by pressing BUTTON A.

Here you have the opportunity to buy a DAGGER for 10 gold pieces, and you have a total of 96.

Then you will be asked if you wish to "BUY" or "SELL."

If you choose "BUY," you will see the type of screen on the left.

You sold your item for 25 gold pieces. Remember: the Armory is only going to give you half of what they would sell it to you for. In the future, maybe you'd be better off making a trade.

If you choose "SELL," you will see the type of screen on the left.

Knowledge from the Wizards

Over the years, wise old Wizards have seen other Warriors, Magicians and Thieves enter the confines of these dungeons. And from watching battles closely (but from afar), they have arrived at some fairly foolproof words of wisdom.

You are most fortunate in that they allowed us to print them here:

- Your first goal should be to get better arms and armor, while increasing your Experience Levels.
- It gets harder to go up an Experience Level as your characters get stronger, so you will have to go deeper into the dungeon, as the monsters on lower levels give you more experience points if you vanquish them.
- If faced by too strong a foe, don't be afraid to run. Discretion is the better part of valor.
- If you find yourself low on health or spell points, don't hesitate to head for a Temple, before it's too late.
- Magician: Heal Thyself.

- Once you make it to level five, you can use the shop and Temple there as a base for deeper exploration.
- Try to explore a level completely. By looking at the map display, you can get an idea of where secret doors and rooms may be.
- If you're totally stuck and 100% sure that there's absolutely no way out, select LAST RESORT from the ATTRIBUTES/INVENTORIES menu.

He's Waiting...

For centuries, no one has ever successfully challenged the Serpent of the Dungeon. Or if they *have*, they haven't lived to tell about it.

But your party may be the one to make it. You have the iron strength of a great Warrior. The cunning agility of a Thief. And the great magical powers of a Wizard and a Mystic.

His hope is that you won't find all the pieces left by the Ruby Warrior. His hope is that without the collective power of those artifacts, you'll be trapped in his confines forever.

But you have hopes of your own. Stronger hopes. Grander hopes. Purer hopes.

So go forth. Gather your strength. Feel your collective power. Because deep beneath the tangled, treacherous layers of the dungeon, the Serpent lies waiting.

For all of you.

Mapping your quest

On the next page is a map for Level 1. It consists of a 16 x 16 grid. To assist you in your quest, we have already indicated where the Walls, Doors, and Armory are located. However, you must search the entire Level to find other clues and hidden items, such as the Temple and Staircase leading to Level 2.

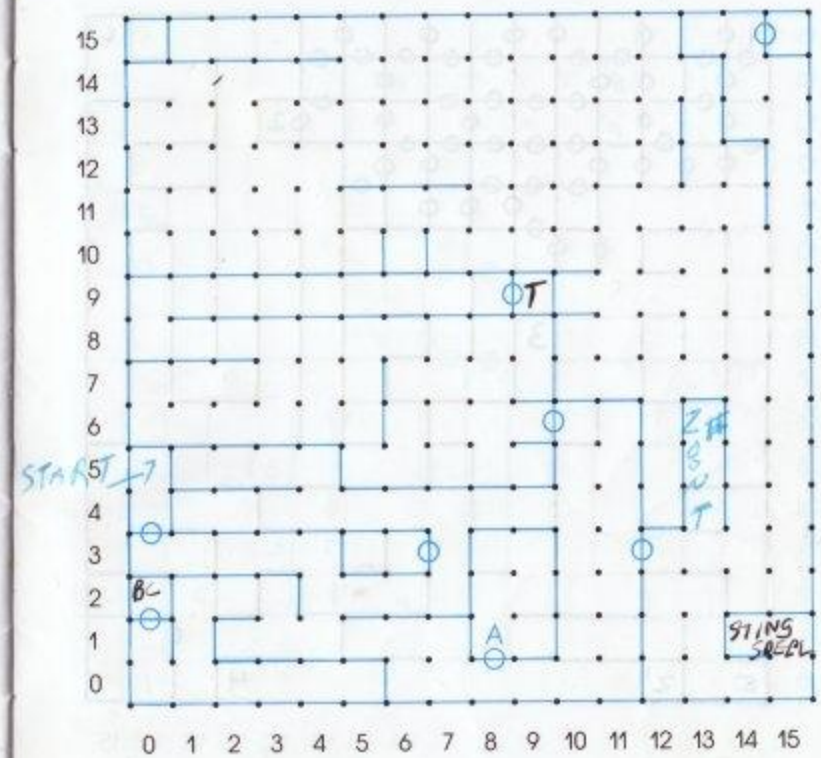
Make sure you indicate locked and secret doors and special items, but remember, the location of monsters may vary. We suggest you use a pencil for mapping.

In addition to the key we have provided you with, you may want to make up your own symbols. Use the "Notes" section to record this and other information.

KEY

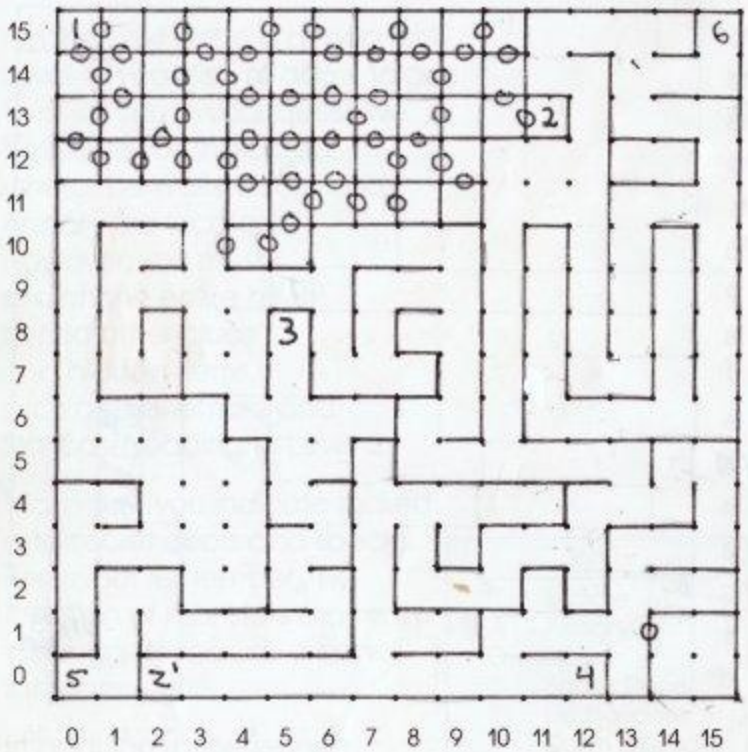
T	Temple
A	Armory
O	Doors
S	Secret Doors
↑	Up Staircase
↓	Down Staircase
Z	Zoom Tube
□	Teleporter
M	Magic Fountain
X	Trap
#1-100	Items, Weapons, Magic Spells

Map of Level 1



NOTES: A Armory

Map of Level 2



NOTES: 1. Shield Spell

2. Plus 1 Sword

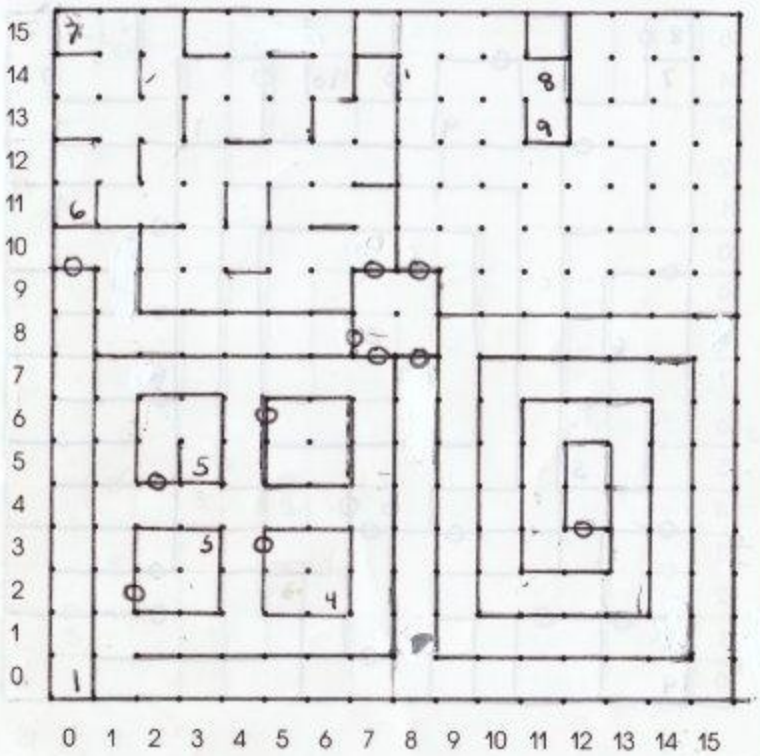
3. Teleport

4. Message

5. Stairs down

6. Stairs up

Map of Level 3



NOTES: 1. Stairway up

2. Zoom Tube

3. Message

4. Message

5. Horseshoe

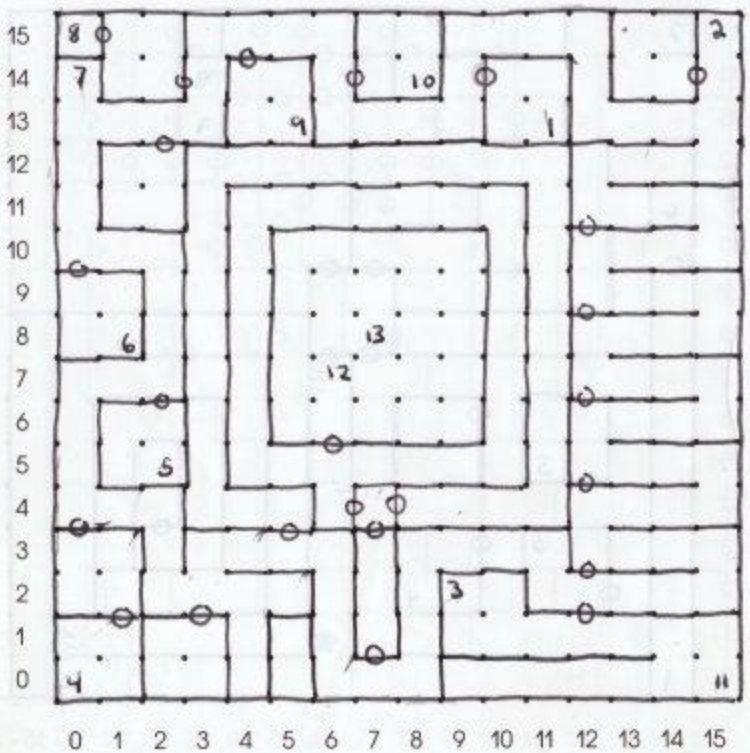
6. Message

7. DeadEye Spell

8. Fountain

9. Stairway Down

Map of Level 4



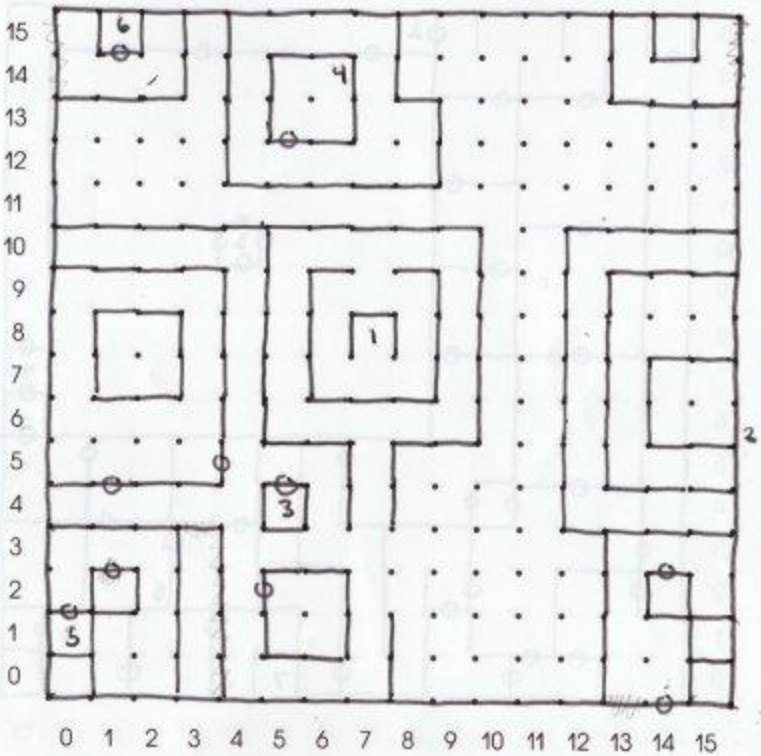
NOTES: 1. Stairs up. 6. Message 7. Message

2. Message 3. Death Must Spell 10. Message 11. Message

4. Message 5. Message 12. Fountain

6. Message 7. Strength 13. Stairs down

Map of Level 5



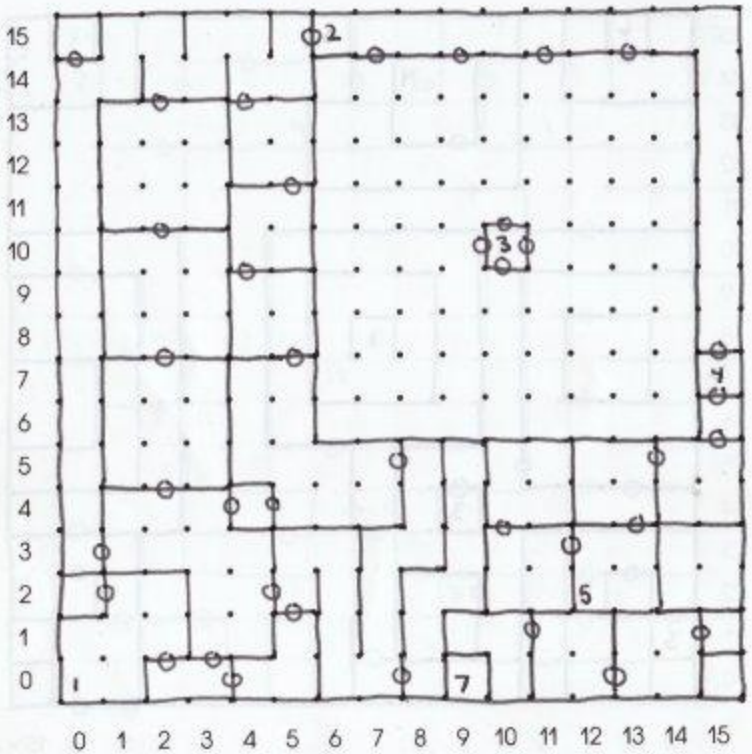
NOTES: 1. Stairs up 5. Stairs down

2. Possewall 6. Armour

3. Flight

4. Message

Map of Level 6



NOTES: 1. Stairs up

2. Fountain

3. Thunder spell

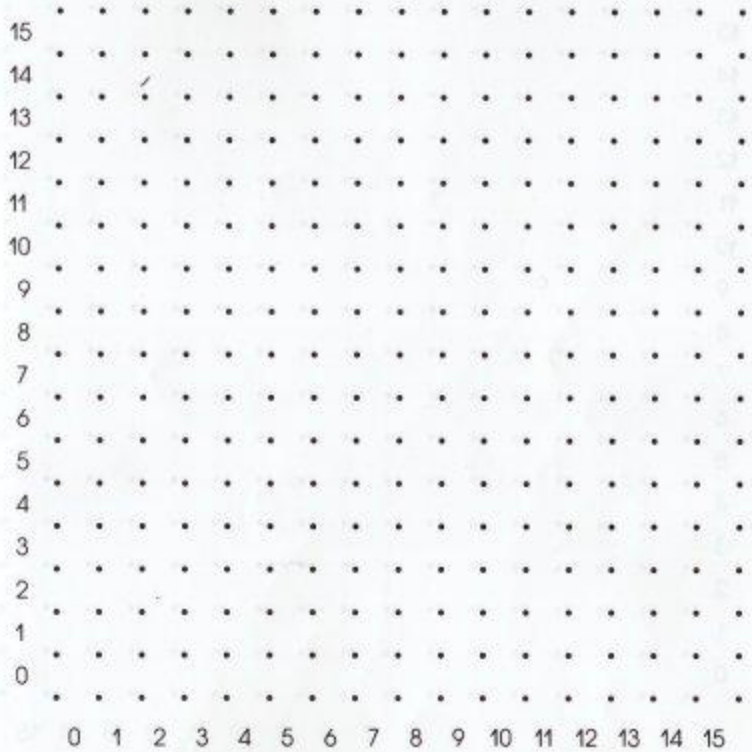
4. Stairs down

5. Ruby Shield

6. Major Heal

7. Teleporter

Map of Level 7



NOTES:

Map of Level 8

15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 9

15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

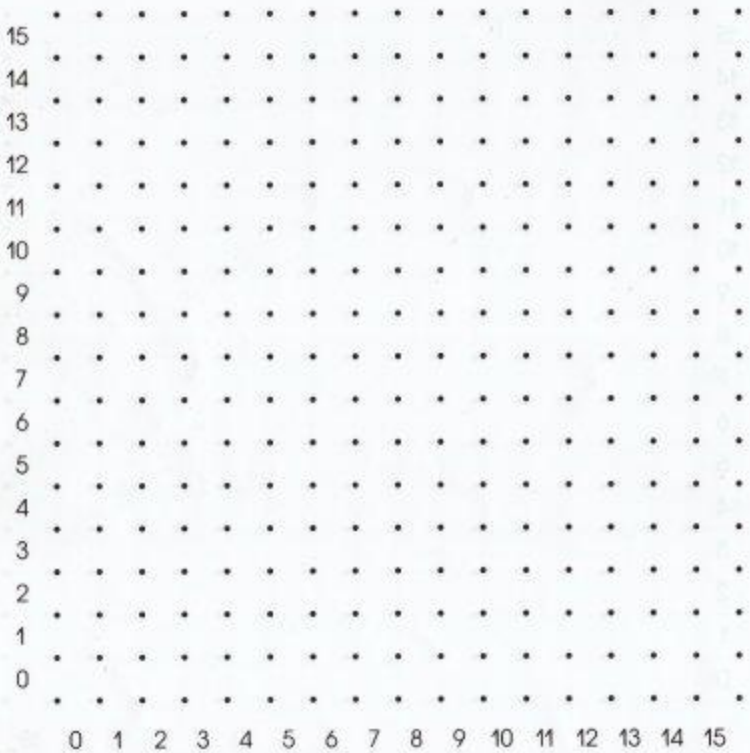
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 10



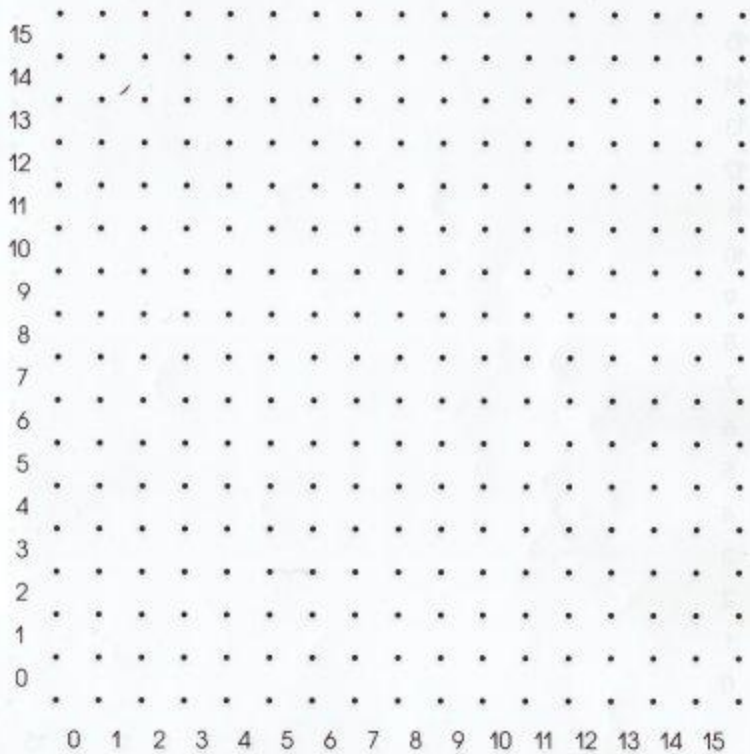
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 11



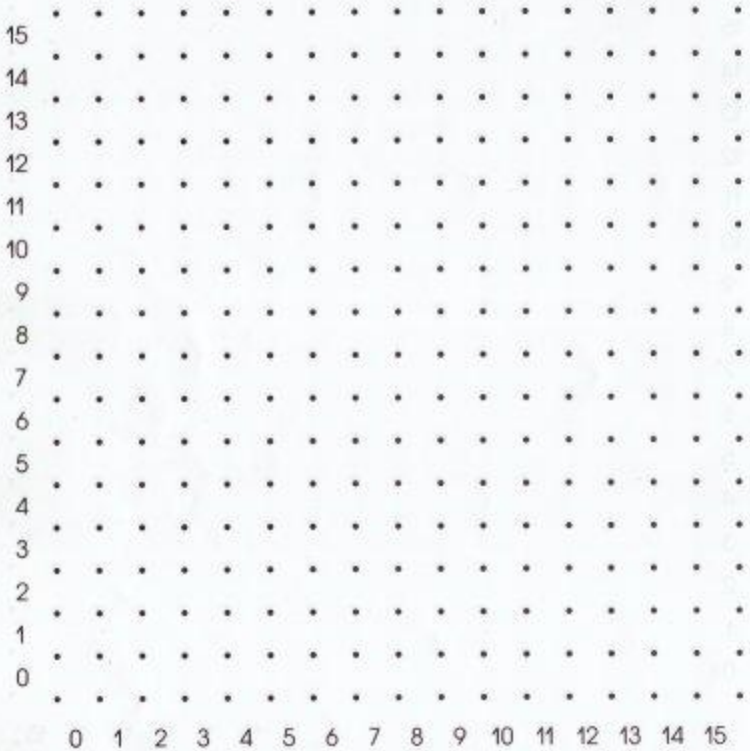
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 12



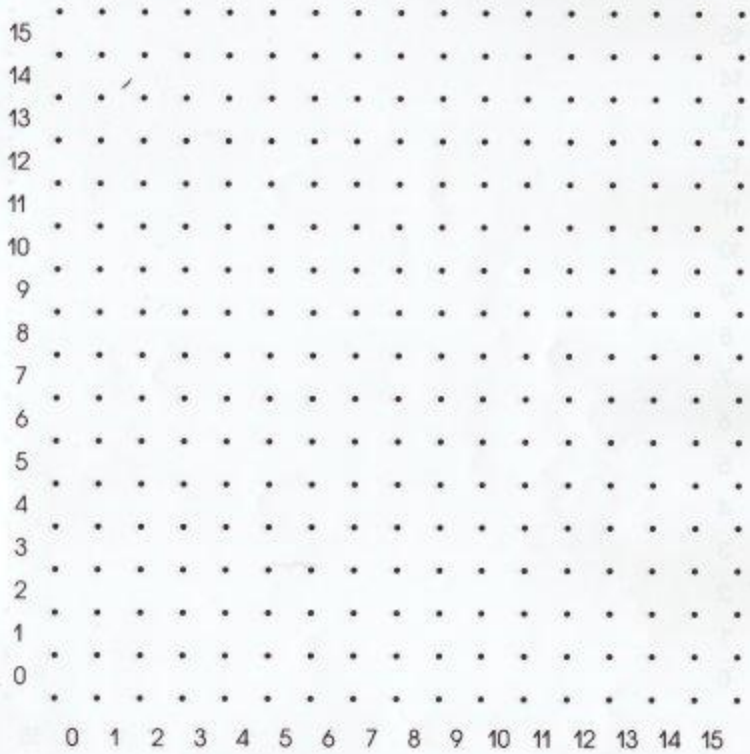
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 13



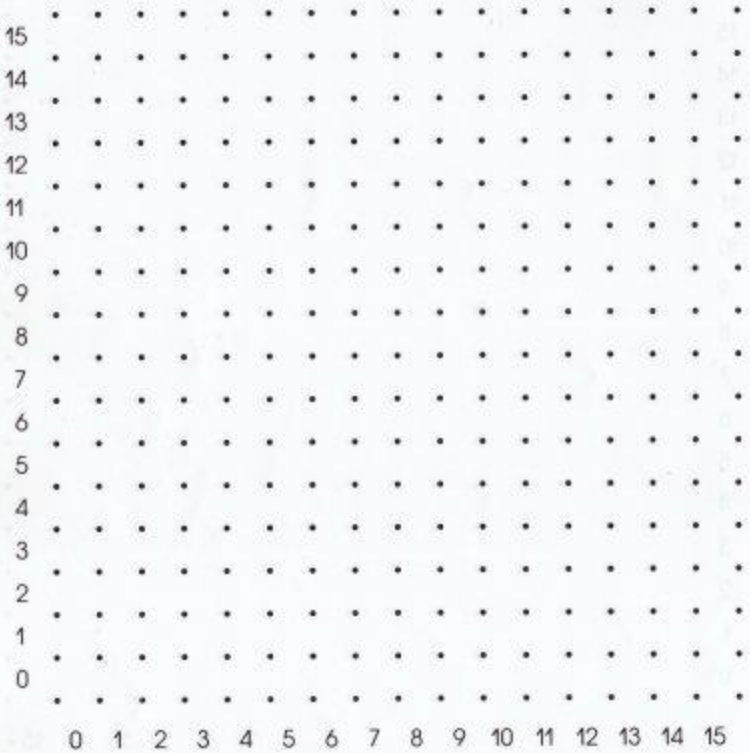
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 14



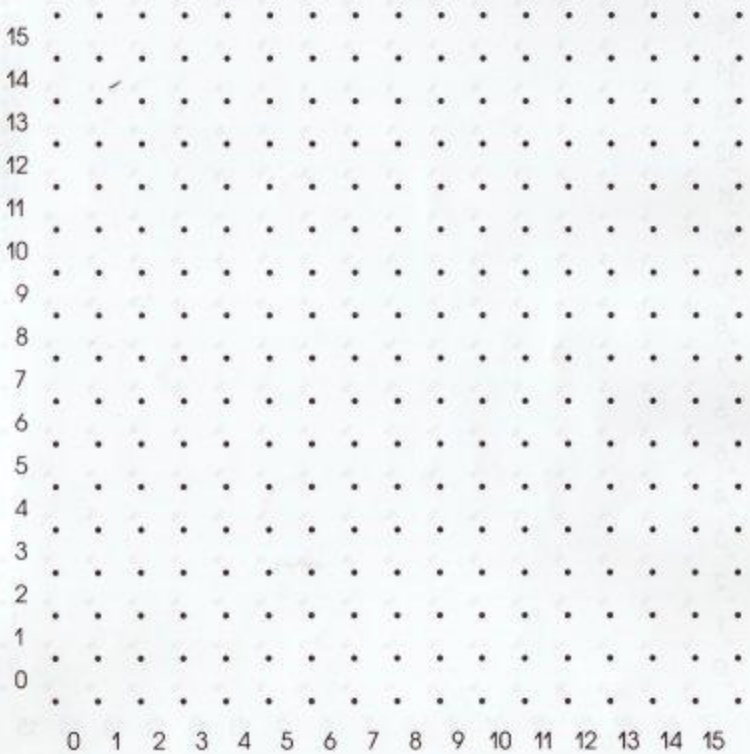
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 15



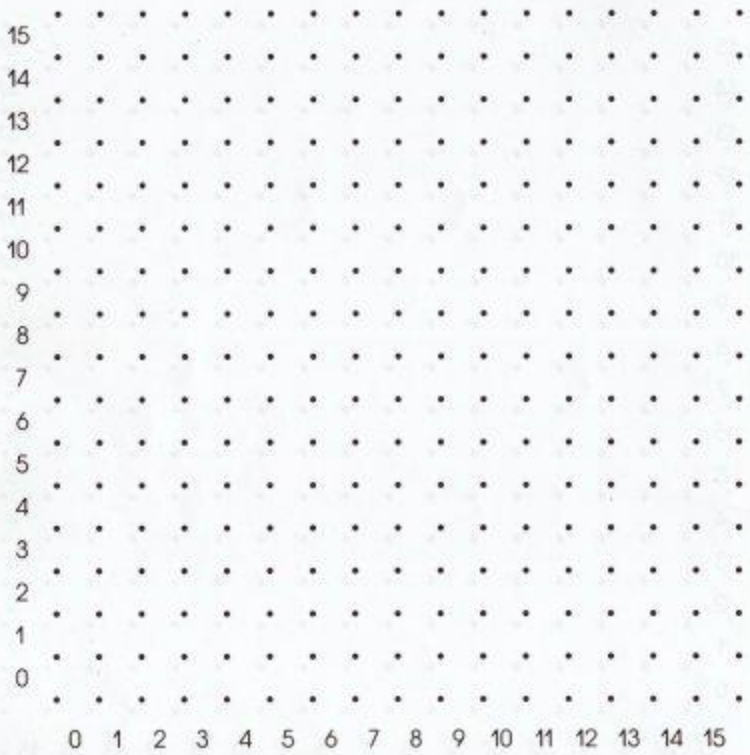
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Map of Level 16



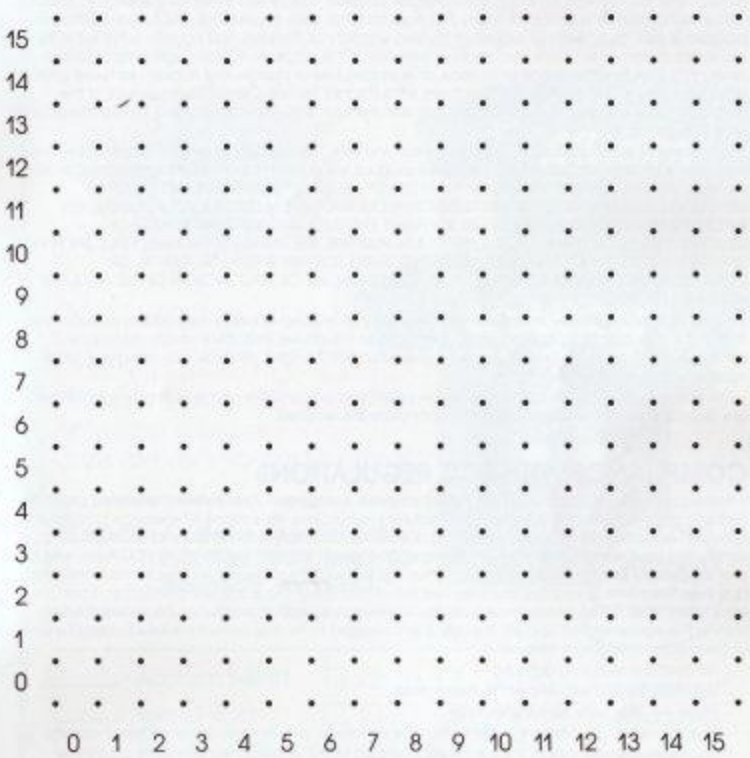
NOTES: _____ _____

_____ _____

_____ _____

_____ _____

Extra Map



NOTES: _____ _____

_____ _____

_____ _____

_____ _____

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771
Swords and Serpents™ is a trademark of Acclaim Entertainment, Inc. ©1990 Interplay Productions, Inc. All rights reserved. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. ©1990 Acclaim Entertainment, Inc. Printed in Japan.

ACCLAIM™
SPECIAL OFFER!

NOT AVAILABLE IN STORES!

Don't just play your favorite Acclaim Games, wear 'em! These high quality, full color T-Shirts (Adult sizes only) and one-size-fits-all caps are year-round favorites!

SEND TO: Acclaim Special Offers
P.O. Box 7060, Dept. SS
Westbury, NY 11592

QTY		S	M	L	XL	EACH	
____	Acclaim T-Shirt	☐	☐	☐	☐	$11.95	$ ____
____	Kwirk T-Shirt	☐	☐	☐	☐	$11.95	$ ____
____	Acclaim Cap	one size fits all				$ 7.95	$ ____
						Total Enclosed	$ ____

NAME

ADDRESS

CITY STATE ZIP

Please allow 8-10 weeks delivery. Send check or money order (no cash). T-Shirts adult sizes only. This offer valid in U.S. & Canada only. Void where prohibited. U.S. Funds only. Items may vary slightly from illustrations. Good only while supplies last.

SS